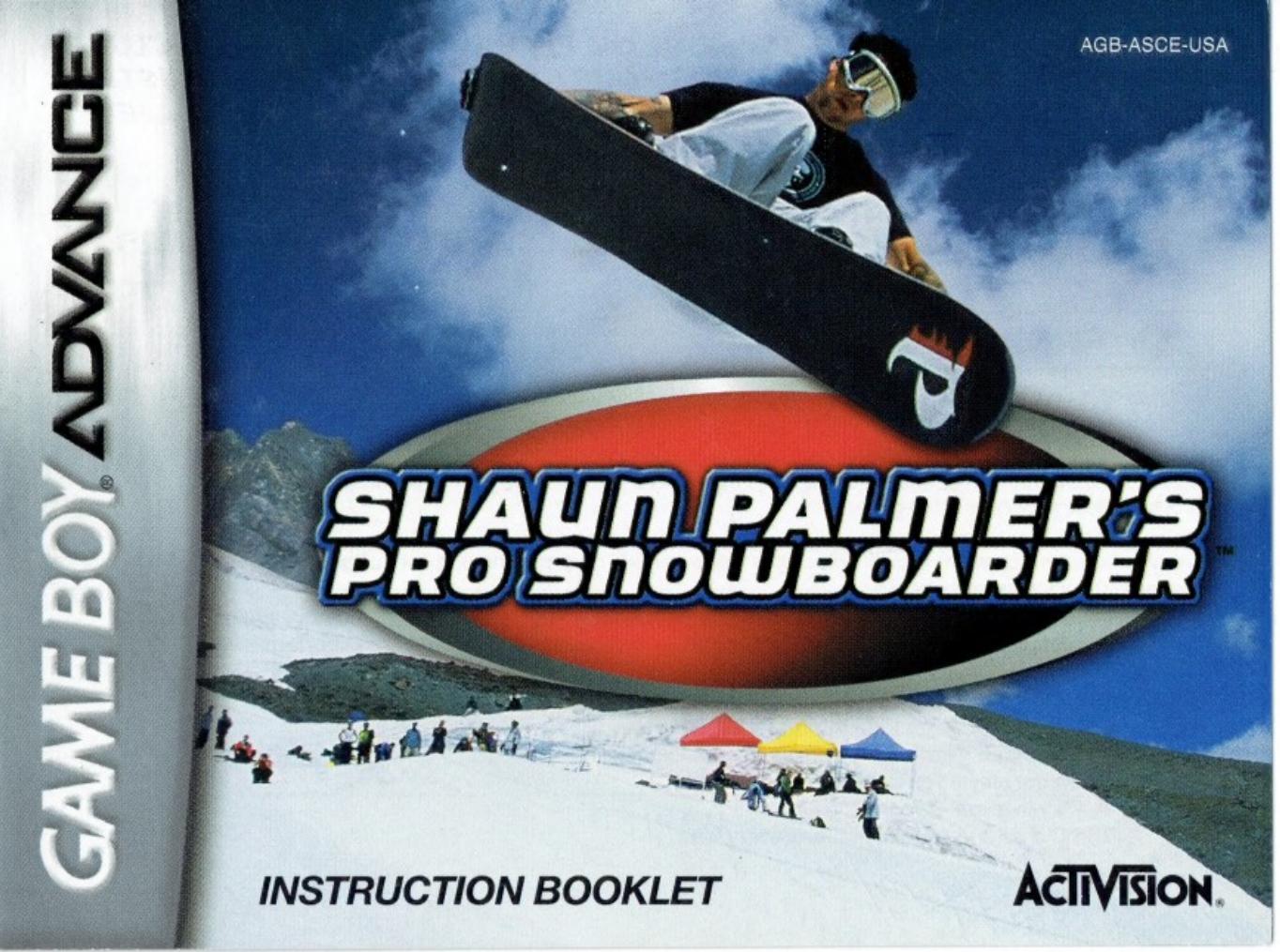


AGB-ASCE-USA

GAME BOY ADVANCE

INSTRUCTION BOOKLET



**SHAUN PALMER'S
PRO SNOWBOARDER**

ACTIVISION

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

Visit www.esrb.org or call
1-800-771-3772 for Rating information.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GUARANTEED FRESH EVERY TIME

Shaun Palmer's Pro Snowboarder™ for Game Boy® Advance offers you the chance to ride like the pros. An afternoon in Aspen shredding as Shaun Palmer. A divine time in Heavenly Valley as Tara Dakides. A fresh session as Ingemar Backman in the Alps. Asserting your power on the powder as Shaun White at Gotcha Glacier.

Four righteous rippers. Four specially designed signature model boards. Four of the world's most amazing mountains. All for you.

styles for miles

With three different styles of gameplay, Shaun Palmer's Pro Snowboarder™ will play on and on, lettin' you ride till the break of dawn. Freestyle is the ultimate in trick-based madness: go for giant airs (big tricks = big points), master massive combos (big tricks + bigger tricks = even bigger points), and discover secret areas and gaps for even more points.

For an adrenaline rush pure as the driven snow, the rough and tumble Palmer X is racing at its record- (and possibly neck-) breaking best. A shortcut is a sure bet, bumping is legal, and the speed, oh, the speed. When the real world is just too slow, jump in to this action-packed mode.

You've mastered your tricks, created cutting-edge combos, and are ready to go for the gold. It's time to drop in on the Superpipe. Big airs, big trick combos, and big points will take you to the top.

Strap on, drop in, and rock out!

how many modes can you play on?

Four, to be exact. First, learn the basics in Tutorial Mode, then test your skills in Career Mode, Free Mode and VS Mode.

Tutorial Mode: Learn the basics in this quick tutorial.

Career Mode is just like real life (if you're a pro, that is): compete, win, get Sponsors. As you get more Sponsors, you get to go to bigger contests, ride better courses, and choose from the best boards. To get Sponsors, race, place, and win medals in the Palmer X and Superpipe competitions. Complete each level's list of tricks in the Freestyle area and you also earn Sponsors... just like real life.

Free Mode lets you choose a level (as long as you've unlocked it already in Career Mode) and ride as long as your little fingers can handle. No time limits allows you to learn your lines. This is just for practice, though, so remember: nothing you win here really counts.

VS Mode lets you compete in the Superpipe Competition against a friend. One-on-one, turn-based fun. You can play any course you have unlocked in Career Mode. Use the Game Boy® Advance Game Link® Cable to play this way. (See pg. 27 for more information.)

STARTING THE GAME

1. Make sure the POWER switch is OFF.
2. Insert the Shaun Palmer's Pro Snowboarder™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
3. Turn the POWER switch ON.

Note: The Shaun Palmer's Pro Snowboarder™ Game Pak is for Game Boy® Advance only.



MAIN MENU

Press Up/Down on the Control Pad to make a selection, then press the A Button or START to confirm your choice. Press the B Button to return to the Main Menu.

Choose Career Mode to start a Career where you'll snowboard through levels, place in competitions, and earn Sponsorships. Sponsorships allow you to get new boards, and access new courses.

Choose Free Mode to practice your tricks and learn your lines on the levels you've unlocked in Career Mode with no time limit. Free Mode is a good way to learn each rider's unique abilities, explore different areas of each location, and to perfect your moves.

Choose VS Mode and ride against your friend one-on-one in a turn-based competition on the Superpipe. You can play any course you have unlocked in Career Mode.



Choose Password to pick up where you left off in a previous game. Each time you quit out of Career Mode with a particular character, you will receive a password. Be sure to write it down as it will restore your Career Mode progress, boards, and unlocked level information for that character the next time you play.



Use Left and Right on the Control Pad to scroll over the desired character and press the A Button to select that character. Select End and press the A Button when you are done. Use the left and right arrow characters to correct mistakes. If you forget your Password, press the B Button to return to the Main Menu.



OPTIONS

controls

This will switch between player-oriented controls (Normal) and screen-oriented controls (Reverse). Player-oriented controls means that pressing Left on the Control Pad will steer to the character's left; Right on the Control Pad will steer to the character's right. For screen-oriented controls, press Right on the Control Pad to go to the right side of the screen; press Left on the Control Pad to go to the left side of the screen.



tutorial

Learn the basics and get ready to rip.

credits

To see the masterful minds behind this nutty game.

SELECTION MENUS

Once you know what mode you want to play, you'll need to select a pro, a board, and a course, of course.

select boarder menu

Choose the boarder you want to play using Left/Right on the Control Pad to move through each character's profile. Press the A Button to confirm your choice. Try each rider and every level because they all have unique abilities and different strengths – some are more technical, some are faster, while another may get huge air. Check out their skill sets and pick a boarder who matches the way you want to play. But they are all pros and they all rip.



select board menu

When you start your career, you'll only have one board available to select. As you progress, more boards will become available. Use Left/Right on the Control Pad to move through the different boards. Press the A Button to select a board. You can always go back to the Select Board menu by pressing the B Button at the Select Level screen. If a board is not yet accessible, a message will tell you how many more Sponsors you need to unlock it.

select level menu

After you've selected your board, you'll go to the Select Level menu. Use Left/Right on the Control Pad to scroll through different levels. Press the A Button to make a selection. As you earn Sponsors, more levels will unlock. If the photo appears dim (a locked level), a message will appear telling you how many more Sponsors you need to access the level.





freestyle

In Freestyle, you will be able to board down the slope at your own leisure, exploring and familiarizing yourself with no time constraints.

palmer x

In Palmer X, you will race head-to-head against 3 opponents in a shortened version of the Freestyle course. Those finishing in the top 3 will be rewarded with a medal and sponsors. Finish in 3rd and you will get bronze and 1 sponsor, 2nd will earn you silver and 2 total sponsors. Come in 1st and you will get the gold medal and 3 total sponsors, the maximum for Palmer X!



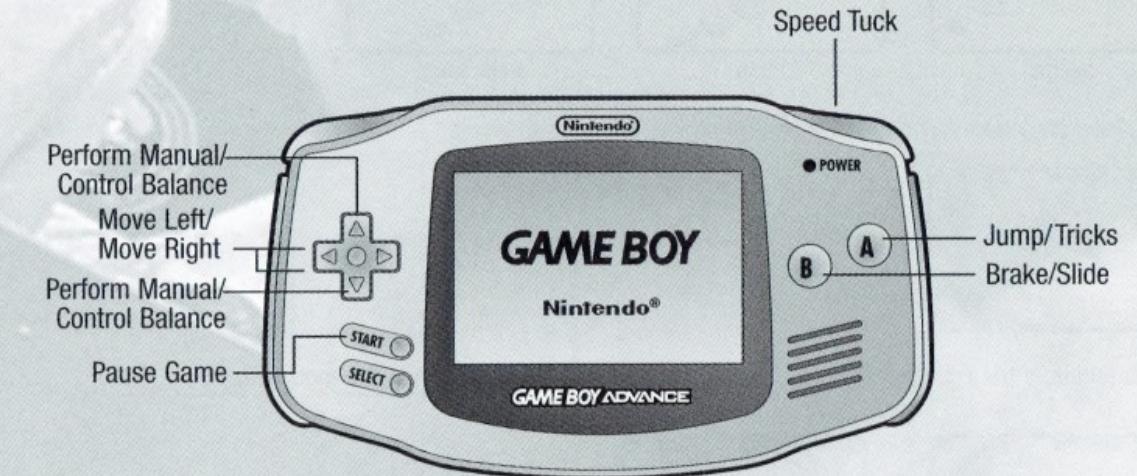
superpipe

Superpipe is all about tricks. Get massive air and do insane trick combos to amaze the crowd and get big-time scores. Score high enough and you will earn a sponsor!

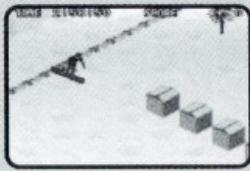
HOW TO PLAY

basic controls

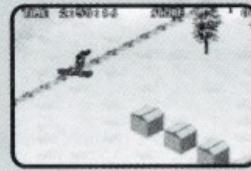
- Steer with Left and Right on the Control Pad.



- Press the A Button to jump; Press the A Button, hold, and then release to jump higher. You get the best air from timing the release of the A Button to happen just at the lip of a kicker (jump).



Normal



Jump



High Jump

- When boarding normally on the ground, press the B Button to brake.



- Press and hold the R Button to go into a speed tuck and really burn down the mountain.



Normal



Hold the R Button

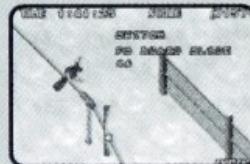
jump tricks (all course types)

- In the air, use the A Button in combination with the Control Pad to do various types of jump tricks (see TRICK LIST on pgs. 14-18 for details).
- In the air, press the A Button to rotate. If you press it quickly after executing a jump trick, it will rotate you in that position. One press rotates you 180 degrees.



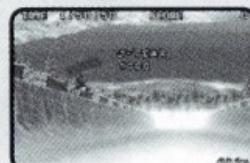
board slide tricks (freestyle / palmer x)

- Before landing on a rail or slideable object, press a direction on the Control Pad and then press the B Button to do a board slide (see TRICK LIST on pgs. 14-18 for details).
- Press Down, Up or Up, Down on the Control Pad quickly to start a manual. Manuals, like board slides, provide points if performed without bailing. Manuals and board slides also allow you to link tricks, keeping your combo alive.
- Balance board slides and manuals with Up and Down on the Control Pad. Keep your balance meter centered – lose your balance and you'll bail!



handplants (superpipe only)

- As you reach the lip of the Superpipe, press the A Button, B Button or R Button to execute a handplant. The longer you hold your plant, the more points you get.



TRICK LIST

standard jump tricks

Indy: Right + A Button

Method: Left + A Button

Tail Grab: Down + A Button

Nose Grab: Up + A Button

standard board slides

FS Board Slide: (Automatic when you land on a rail)

Manual (Wheelie): Up + B Button

standard lip trick

Handplant: A Button at lip of the Superpipe

shaun palmer jump tricks

Palmer Air: Down + Right + A Button

Rocket Air: Down + Left + A Button

Nuclear Air: Left + Right + A Button

FS Rodeo 7: Right + Left + A Button

Back Flip: Down + Right + Up + A Button

1-Foot 1080 Tail Grab: Up + Right + Down + A Button

shaun palmer board slides

Smith: Down + B Button

BS Nose Slide: Right + B Button

FS 270 Revert: Left + B Button

shaun palmer lip tricks

Double Handplant: B Button

J Tear: R Button

shaun white jump tricks

Roast Beef: Down + Right + A Button
Crossrocket: Down + Left + A Button
Lien Method: Left + Right + A Button
Superman Flip: Right + Left + A Button
FS Cab 720 Melon_F: Down + Right + Up + A Button
1-Foot BS Rodeo 900 Method: Up + Right + Down + A Button

shaun white board slides

Feeble: Down + B Button
FS Nose Slide: Left + B Button
BS 180 50-50: Right + B Button

shaun white lip tricks

Handplant to Fakie: B Button
Stale Egg: R Button

tara dakides jump tricks

Meloncholy: Down + Right + A Button
Rocket Air: Down + Left + A Button
Crail Air: Left + Right + A Button
Misty 7: Right + Left + A Button
Double Back Flip: Down + Right + Up + A Button
1-Foot BS 540 Rodeo: Up + Right + Down + A Button

tara dakides board slides

Nose 5-0: Down + B Button
BS Board Slide: Right + B Button
BS 180 50-50: Left + B Button

tara dakides lip tricks

Eggplant Indy: B Button
Miller Flip: R Button

ingemar backman jump tricks

Taipan Air: Down + Right + A Button

Seatbelt Air: Down + Left + A Button

Tindy Grab: Left + Right + A Button

Front Flip: Right + Left + A Button

Haakon Flip 900 Indy: Down + Right + Up + A Button

FS 360 Mute to Rewind: Up + Right + Down + A Button

ingemar backman board slides

Smith: Down + B Button

BS Tail Slide: Right + B Button

BS 270 Revert: Left + B Button

ingemar backman lip tricks

Eggplant: B Button

Layback: R Button

SCORING

It's all about big combos and big air. The more tricks you string together into a combo, the more points you get. Big airs increase the total score for the combo, but beware; sloppy landings will cost you points. Also, tricks performed across gaps or other advanced geography will earn you extra points. And for the real technicians out there, performing tricks switch stance (the reverse of your normal boarding stance) is difficult, and therefore earns more points.

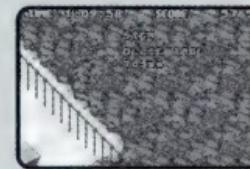
Here's how it all works. First, points are awarded based on the difficulty of a trick or the gap that you cross. When doing a combo, the points from each trick are added together then multiplied by the number of tricks and/or gaps in the combo itself. Lots of tricks = lots of points. For example, a 360 Method is worth 450 points, a 360 Indy is worth 400 points, and a 360 Nose Grab is worth 450 points. Performed as three separate tricks, you'd get $450 + 400 + 450 = 1300$ points. But, put them together in a single combo and you'd get $(450 + 400 + 450) \times 3 = 3900$ points. If you crossed a 1000 point gap along the way, you get $(450 + 400 + 450 + 1000) \times 4 = 9200$ points. Go crazy!

There are a number of factors that modify this basic score calculation:

Sloppy Landings – if you don't completely finish a trick before landing, you'll only get half the points for that trick.



Switch Stance Bonus – tricks done from the more difficult switch stance are awarded 1.2 times the points for the same trick done from your standard stance.



Sick Bonus – Big, huge, monster air will multiply your trick points by anything from 1.1 to 2.0 or even more, depending on the height of your jump.

In addition, each time you repeat the same trick during a single run, the points awarded for that trick go down. So you'll want to make sure you get lots of different tricks in a run to get the highest scores. Finally, don't forget to use manuals to keep those long combos alive over flat ground. Mastering manuals is the key to getting the really big combos of 15 tricks and more.

items

Superpipe Bonuses: As you progress down the Superpipe, you will see numbers in the air, above the sides of the Superpipe. If you hit these numbers, you get bonus points, which are added as a trick in a combo. When the item's color starts to flash, that's when you're in range and have a chance to get that item on your jump.

stuff on the course

There are a few different things on the courses that need to be recognized.

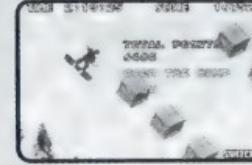
- The letters S-H-R-E-D are somewhere out on each Freestyle course. Collecting them all is always a goal to complete a certain level. You do not need to collect them all in one run to complete the level goal. You can get them one at a time, and the game will remember which letters you have collected.



- Bonkables – Boxes, traffic cones, old tires... all kinds of objects can be found strewn about the courses. Every one of these that you crash into will give you a small number of points. However, they can be worked into combos, just like tricks. So, if you ride a 200-point manual through a row of five 10-point junk boxes, you'd get a score of $(200 + 10 + 10 + 10 + 10 + 10) \times 6 = 1500$ points. Not bad for just knocking some junk around. You can also "Bonk" these objects by simply landing on them from a jump – keep hopping around from object to object to keep your item-crunching combos alive. You may even find, every once in a great while, that bonking objects gives you an extra bonus!



- Gaps are special areas on the course that, when doing a board slide, jump trick, or manual over, will give you bonus points. Keep an eye out for gaps and remember where they are – they can be a big help in racking up big combo scores. Gaps are scored just as tricks are in combo scoring calculations (see Scoring pg.19).



THE PROS

shaun palmer

Birth Date - 11/14/68

Home Town - South Lake Tahoe, CA U.S.A.

Stance - Regular

There's no clowning Shaun Palmer, considering he's one of the most influential, gnarliest pros to date. The "Cadillac Kid" hails out of South Lake Tahoe and stories of his riding ability and rabid antics are of legendary status. An all around athlete, Palmer excels in boardercross, motocross, skiercross, downhill mountain biking – listing even a portion of his victories and credits would likely run longer than your arm. After yet another win, Palmer was overheard saying, "I think I'm going to have to quit, 'cause it's just too damn easy."



ingemar backman

Birth Date - 4/1/76

Home Town - Skelleftea, Sweden

Stance - Regular

Swedish celebrity Ingemar Backman's record-high 25-foot quarterpipe method air earned him several magazine covers at once and worldwide notoriety. Along the glorious path that is his life, Ingemar won Europe's Air And Style contest twice and enjoyed first place in the World Halfpipe rankings. Polite and soft spoken, Ingemar has always let his riding, which is always original and never by the book, speak for itself. With definitive movie parts and the largest air to date, this sweet Swede has established himself as a true snowboard icon.



tara dakides

Birth Date - 8/20/75

Home Town - Mammoth Lakes, CA U.S.A.

Stance - Goofy

When Tara Dakides isn't slaying twenty-stair handrails and boosting backside rodeo flips off kickers, she's winning big air contests with effortless style and stomped landings. Either way, Tara never stops pushing the envelope, and may just be the world's best female snowboarder. With over 12 years dedicated to the sport, Tara has earned all the accolades she gets: Tara was awarded the Gold medal in the 2000 X-Games in Big Air and Slopestyle, won the 2000 Gravity Games Quarterpipe Contest, and conquered the Big Air Competition at the US Open. A Southern California native, Tara tours the world surfing, too. But, she's not all brawn; Tara likes to write poetry when she's feeling brainy.



shaun white

Birth Date - 9/3/86

Home Town - San Diego, CA U.S.A.

Stance - Regular

This kid's on the fast track to snowboard stardom, proving good things do come in small packages. He began popping up in contests and magazines when he was in elementary school. Today, Shaun is a heavy threat on the halfpipe circuit and the youngest rider ever to get a pro model. This San Diego kid is sick on a skateboard too – he skates vert with the big dogs, throwing McTwists and flip trick variations at will. Specializing in SuperPipes, his first professional snowboard victory came at the prestigious 2001 Arctic Challenge, officially putting him among the ranks of the sport's greats.



CONNECTING GAME BOY® ADVANCE GAME LINK® CABLES

what you will need

2 Game Boy® Advance systems (one for each player)

2 Shaun Palmer's Pro Snowboarder™ Game Paks

1 Game Link® Cable

connecting the Game Link® cable

1. Check that the POWER switch is set to OFF on both Game Boy® Advance systems. Insert a Game Pak into each Game Boy® Advance system.
2. Plug one end of the Game Link® Cable into each Game Boy® Advance system's Link Port.
3. Turn the POWER switch to ON on both Game Boy® Advance systems.

NOTE: Player One will be the person using the Game Boy® Advance connected to the Game Link® Cable by the small plug.

important warning

You may experience communication failures and other problems if any of the following occur:

- Use of a communications cable other than the Game Link® Cable.
- Failure to securely plug the Game Link® Cable into the Game Boy® Advance systems.
- Removal of the Game Link® Cable from one or both Game Boy® Advance systems before the communication process is complete.
- Connection made via a Communications Box, rather than directly Game Boy® Advance-to-Game Boy® Advance.
- More than two Game Boy® Advance systems are connected at once.

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To contact Shaun Palmer, check out www.shaunpalmer.com

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